

laborers at least in part by the first character accidentally purchasing the first character's own labor on the market.

**[0030]** According to another embodiment, a process of relaying a story having a timeline and a unique plot involving characters comprises: indicating that entities regularly buy and sell labor on a market; indicating that at least some of the labor is performed by captured laborers, wherein a captured laborer is one who: a) labors for, at most, a monetary compensation substantially lower than a market value of his or her labor; and b) believes he or she labors for at least one of a false entity, a false price, and a false cause substantially different from a corresponding one of an actual entity, an actual price, and an actual cause; indicating that an interaction between a first character and a second character causes the first character to become a captured laborer, wherein the interaction comprises the second character deceiving the first character into believing that the first character will labor for at least one of a false entity, a false price, and a false cause; and indicating the first character learning that the first character is a captured laborer.

**[0031]** In one aspect, the process further comprises indicating that a profiteer profits by selling the at least some of the labor performed by the captured laborers on the market and at least maintaining the captured laborers' beliefs that they labor for the at least one of a false entity, a false price, and a false cause. In one aspect, the process further comprises indicating the profiteer becoming a captured laborer. The monetary compensation may be substantially zero.

**[0032]** In one aspect, the process further comprises indicating the first character learning that the first character is a captured laborer at least in part by the first character purchasing the first character's own labor on the market. The first character's belief that the first character will labor for the at least one of a false entity, a false price, and a false cause may be at least one of caused and maintained by an electronically generated virtual reality. In one aspect, the process further comprises indicating that the first character regularly enters and exits the virtual reality. In one aspect, the process further comprises indicating that the virtual reality comprises a complete virtual reality, whereby substantially all visual experiences experienced by the first character in the virtual reality are generated by at least one virtual reality display. In one aspect, the process further comprises indicating that the virtual reality comprises a partial virtual reality, whereby visual experiences experienced by the first character in the virtual reality are caused by superimposing images from at least one virtual reality display onto an actual reality.

**[0033]** The interaction may comprise the second character indicating to the first character that the second character is a religious agent who desires labor from the first character to help further a worthy cause. The interaction may comprise the second character indicating to the first character that the second character is a government agent who desires labor from the first character. The interaction may comprise the second character indicating that the labor is desired from the first character to help fulfill a secret government mission to further a worthy cause.

**[0034]** In one aspect, the process further comprises indicating that the labor is not desired to help fulfill a secret government mission to further a worthy cause, whereby the first character is tricked by the second character. The worthy

cause may comprise combating an evil, the evil comprising a use of virtual reality to cause laborers to labor for, at most, monetary compensations substantially lower than market values of their labors. At least some of the labor may be at least one of substantially anonymous and substantially pseudonymous.

**[0035]** In one aspect, the process further comprises indicating that the fact that at least some of the labor is performed by captured laborers is not known to at least a majority of the entities. In one aspect, the process further comprises indicating that the at least a majority of the entities regularly pay a labor fee for the labor. In one aspect, the process further comprises indicating that the interaction occurs in an electronically generated virtual reality while the first character believes that the first character is not in virtual reality.

**[0036]** The process may be a process of displaying a motion picture having a timeline and a unique plot, comprising: displaying a video representation of an indication that entities regularly buy and sell labor on a market; displaying a video representation of an indication that at least some of the labor is performed by the captured laborers; displaying a video representation of an indication that the interaction between the first character and the second character causes the first character to become a captured laborer; and displaying a video representation of an indication of the first character learning that the first character is a captured laborer.

**[0037]** The process may be a process of creating a motion picture having a timeline and a unique plot, comprising: providing a set; providing a video camera configured to video at least a portion of the set; inciting an actor to act as the first character; inciting the actor to indicate engaging in the interaction; creating a first video segment via a video camera by filming the indication of the engaging by the actor; inciting the actor to indicate the first character learning that the first character is a captured laborer; creating a second video segment via the video camera by filming the indication of the first character learning; editing and combining at least part of at least the first and second video segments to form a motion picture; and storing the motion picture on an information storage medium.

**[0038]** According to another embodiment, a process of relaying a story having a timeline and a unique plot involving characters comprises: indicating a first character laboring for a compensation comprising a monetary portion and a belief; indicating that a market value of the monetary portion is substantially less than a market value of the first character's labor; indicating that a profiteer profits by selling the first character's labor on a market and compensating the first character by at least maintaining the belief using an electronically generated virtual reality; and indicating the first character learning that the belief is false.

**[0039]** The interaction may comprise the second character deceiving the first character into believing that the first character will labor for at least one of an false entity, a false price, and a false cause substantially different from a corresponding one of an actual entity, an actual price, and an actual cause. In one aspect, the process further comprises indicating that the interaction occurs in an electronically generated virtual reality while the first character believes that the first character is not in virtual reality.